

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (original) A gaming machine for providing a game of a main character and a sub character dependent on the main character;

the gaming machine having a main data carrier which stores main data including a capacity value of the main character and a sub data carrier which stores sub data including a capacity value of the sub character;

the gaming machine comprising:

a main data reading device which reads the main data from the main data carrier;

a sub data reading device which reads the sub data from the sub data carrier;

a game controlling device which proceeds with the game, at least according to the main data read by the main data reading device and a control signal from a controller; and

an inviting device which determines according to the capacity value of the main character and the capacity value of the sub character read by the sub data reading device whether to make the sub character appear in the game or not during the game and making the sub character appear in the game according to a

result of the determination.

2. (currently amended) **[[A]]** The gaming machine according to claim 1, wherein the inviting device makes the sub character appear in the game when the capacity value of the main character exceeds a specific value determined according to the capacity value of the sub character read by the sub data reading device.

3. (currently amended) **[[A]]** The gaming machine according to claim 1, further comprising a capacity value reducing device which reduces the capacity value of the main character when the inviting device makes the sub character appear in the game.

4. (currently amended) **[[A]]** The gaming machine according to claim 1, wherein the main data carrier is an action figure simulating an appearance of the main character.

5. (currently amended) **[[A]]** The gaming machine according to claim 1, wherein the sub data carrier is a character ball depicted with an appearance of the sub character.

6. (currently amended) **[[A]]** The gaming machine according to claim 1, wherein a transponder of a radio frequency identification (RFID) system is utilized as at least one of the main and sub data carriers.

7. (currently amended) A plurality of gaming machines ~~[[is]]~~ arranged in parallel, wherein at least one of the gaming machines comprises:

a main data reading device which reads main data from a main data carrier;

a sub data reading device which reads sub data from a sub data carrier;

a game controlling device which proceeds with ~~[[the]]~~ a game, at least according to the main data read by the main data reading device and a control signal from a controller; and

an inviting device which determines according to a capacity value of a main character and a capacity value of a sub character read by the sub data reading device whether to make the sub character appear in the game or not during the game and making the sub character appear in the game according to a result of the determination.

8. (currently amended) ~~[[A]]~~ The gaming machine according to claim 1, further comprising a display device which displays at least one of an image related to the game and a state of proceeding with the gaming machine.

9. (currently amended) ~~[[A]]~~ The gaming machine according to claim 8, wherein a representation image concerning the sub

character is displayed on the display device according to emergence of the sub character in the game caused by the inviting device.

10. (currently amended) **[[A]]** The gaming machine according to claim 1, further comprising a data carrier table which mounts the main and sub data carriers.

11. (currently amended) **[[A]]** The gaming machine according to claim 1, further comprising a reader/writer which reads the main data stored in the main data carrier and writes the main data into the main data carrier.

12. (currently amended) **[[A]]** The gaming machine according to claim 1, further comprising a reader/writer which reads the sub data stored in the sub data carrier and writes the sub data into the sub data carrier.

13. (currently amended) **[[A]]** The gaming machine according to claim 1, wherein the capacity values of the main and sub characters comprise at least one of physical, offensive, and magical power values.

14. (original) A gaming machine for providing a game of a main character and a sub character dependent on the main character;

the gaming machine having a main data carrier which stores main data including a capacity value of the main character and a sub data carrier which stores sub data including a capacity value of the sub character;

the gaming machine comprising:

main data reading means for reading the main data from the main data carrier;

sub data reading means for reading the sub data from the sub data carrier;

game controlling means for proceeding with the game, at least according to the main data read by the main data reading means and a control signal from a controller; and

inviting means for determining according to the capacity value of the main character and the capacity value of the sub character read by the sub data reading means whether to make the sub character appear in the game or not during the game and making the sub character appear in the game according to a result of the determination.